Moon Rock Memory Game

This space-themed activity combines fine motor skills with visual memory and attention. See if you can remember what's inside all of the moon rocks!



What you'll need:

- Tinfoil
- 9-12 small items/manipulatives (this can include small plastic toys, small items from around the house, etc.)
- Printable grid provided within this document (4x4 provided, adjust as needed)

Directions:

- 1. Collect 9-12 small items from around the house. Things like paper clips, small erasers, or miniature action figures work perfectly!
- 2. Set up the items in a grid formation. If you're using 9 items, use a 3x3 set up. If you are using 12 items, use a 4x3 set up. Adjust the grid size as needed.
- 3. Using the grid provided, write down the placement of each item.
- 4. Wrap each item in tin foil, creating a ball. This should be loose enough for the child to open the tinfoil independently.
- 5. When the setup is complete, have the child open each tinfoil ball, one at a time. Once the child memorizes what is in the respective tinfoil ball, have them wrap it back up. Continue with this process until each item has been opened and closed. Ensure the item is being put back in the same space each time.
- 6. Using your grid, ask the child to identify where an item is (i.e. "Find the paperclip"). Allow them to take their best guess. If they open the tinfoil and it is not the desired item, have them close it up and pick another tinfoil ball.
- 7. When the child finds the item, it can stay unwrapped.
- 8. Continue with this activity until all of the items are unwrapped.

Ways to increase difficulty:

- Increase the number of items being used.
- Add a time component, seeing if the child can beat their time from the round before.
- Double wrap the item for an increased fine motor demand.

Ways to decrease difficulty:

- Decrease the number of items being used.
- Use more preferred items (i.e. figures from their favorite TV show) to increase attention to the task.

Activity adapted from: https://www.toolstogrowot.com/

Item Grid